Programming AMRO

AMRO is 3 or 4 days long, depending on how one counts the days. It starts on a wednesday evening, with lectures, and runs till Saturday late night (or Sunday early morning). So 3 days and a starting evening, or 4 days, the first of which begins with participants arrival.

Program Structure

Here an approx program structure:

day:	0 - wednesday	1 - thursday	2 - friday	3 - saturday
morning	setup finalization	talks & open mic		
afternoon:	setup finalization	ws & sessions		
participants arrival		dinner		
evening:	opening lectures	evening program		
night:	afo	open stage / DH5	nightline	

→ see production page for details about dates and logistics

Topics

Each AMRO edition has a title / series of subtitles that informs less a thematic intention for the edition, and rather a lens through which contemporary issues can be observed, and around which the community is invited to bring own contribution through the open call.

The topics for discussion of AMRO develop by:

1. observing aspects of computing, networks and their intersection with wider socio-political conditions
2. are developed from Research Labs happening in the year(s) before
3. in exchange with local community group, loop list, individual exchanges
4. from the practice of other art hosters
5. from the exchange with AMRO participants of previous editions

Formats

- Talks, Lectures, Panels
- Workshops, Worklabs, Hands-on
- Performance and Sound
- Video
- Showcase
- other formats ?

Open Call

Usually out in February/March, but we want it to be out earlier and earlier.
Note for the future: ask why the applicant think their project fits to AMRO.

Does it have to be connected to an AMRO topic?
servus also takes note of some applications for other events.

Program Development

ref: https://oxygen.offdem.net/t/welcome-to-offdem-infodesk/272

From:
https://make.radical-openness.org/ - **make:AMRO**

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Last update: **2025/07/22 21:25**